VS. CASTLEVANIA™*

ENTER ITS DARKNESS IF YOU DARE.

Welcome to the shadows and hidden horrors of VS. Castlevania—the newest addition to Nintendo's VS. System.™** Its dark domain is home to some of the creepiest creatures you'll ever find among the living…or the dead.

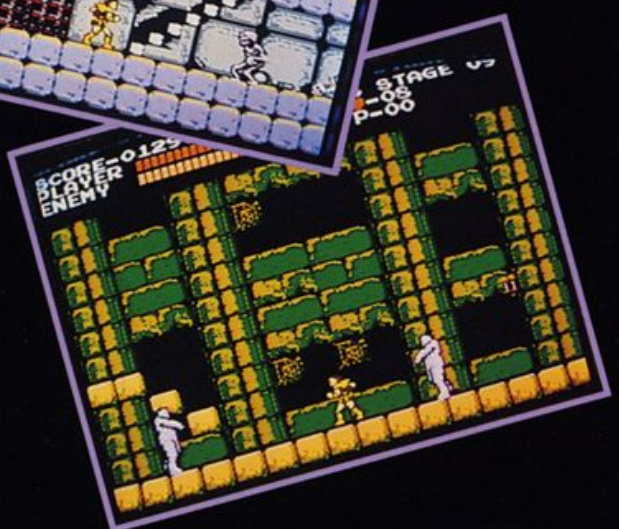
You'd better check your courage, because you're paying more than just a courtesy call. You're out to destroy forever the forces of evil that dwell here. And that means doing battle with the Master of the House, the Evil Count himself!

But, first, you'll have to find him. And that won't be easy. You've got to get through 18 terrifying stages including six castle floors before you reach the tower where he waits, thirsty for your blood.

Your Magic Whip and stolen weapons will help you dodge and destroy the ghosts, ghouls and monsters that stand in your way. But when you reach the tower, get ready to go for the jugular before the Count goes for yours!

VS. Castlevania—a deadly game of adventure and mystery that will add new life to your VS. System.

Contact your Authorized Nintendo Distributor or call Nintendo of America Inc., **(206) 882-2040**, for referral.



Nintendo®

The Systems Company

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**Available in Dedicated or VS. Pak® form for the VS. Dual System® and VS. UniSystem® Or, to put new life into your old games, get the VS. UniKit™ to convert Donkey Kong,® Donkey Kong Jr.,® Popeye,[1] Donkey Kong 3,® Mario Bros.,® (narrow cabinet only), Pac-Man[2] and Ms. Pac-Man.[2]

[1]©King Features Syndicate, Inc.
[2]™of Bally Midway Manufacturing, Inc.

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US. CASTLEVANIA™

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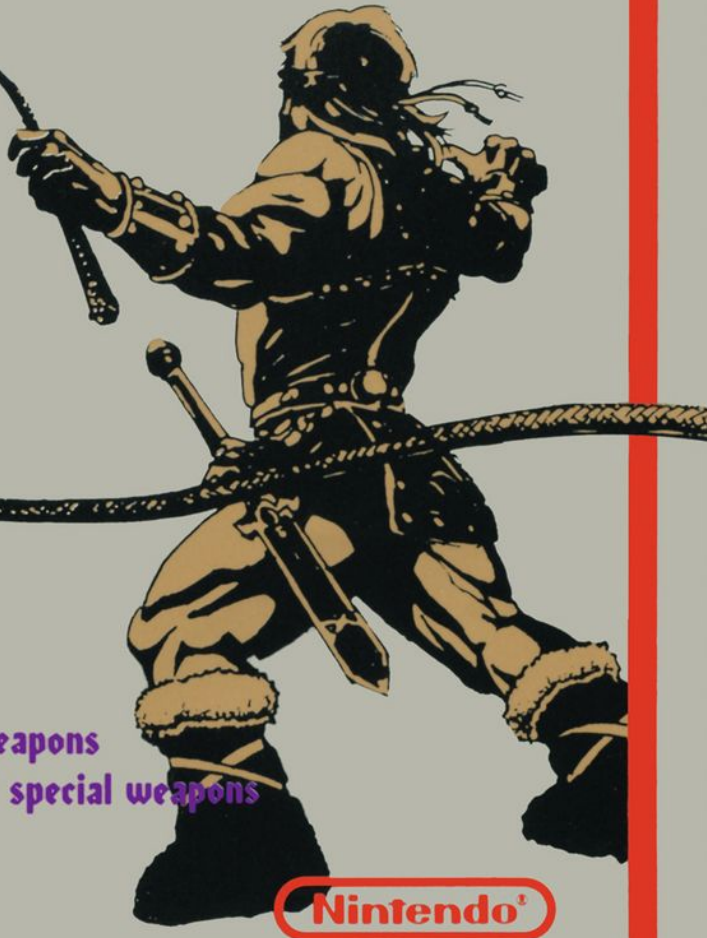
TO OPERATE



HOW TO PLAY

- Press A to jump
- Press B to use whip
- Move joystick down to crouch
- Whip torches or ? to find hidden objects/weapons
- Move joystick up and press B button to use special weapons

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VS. CASTLEVANIA™
OPERATION MANUAL
MDS(MGS)

1. How to Install Sub PCB Software

For VS. Dual System (Two Monitors):

If "VS. Castlevania" is to be installed in main (left) side of cabinet, then remove existing PPU and CPU Chip (2A03), Locations 2F and 2J on CPU PCB, and existing EPROMS in Locations 1A, 1B, 1C, 1D, 2A, and 2B. For Sub (right) side, use Locations 8F and 8J, and EPROMS in Locations 6A, 6B, 6C, 6D, 8A, and 8B.

Insert "VS. Castlevania" Sub PCB to the two bare 40-Pin DIP IC Sockets on CPU PCB. Location 2F and 2J for the main (right) side or 8F and 8J for the Sub (left) side.

CAUTION: Be sure to insert the Sub PCB with the chips in the same direction as other ICs on the CPU PCB. Inserting this backwards may damage the CPU PCB and the Sub PCB.

Firmly insert Sub PCB into IC Socket in order to prevent failures.

Carefully check all 40-Pins for proper connections.

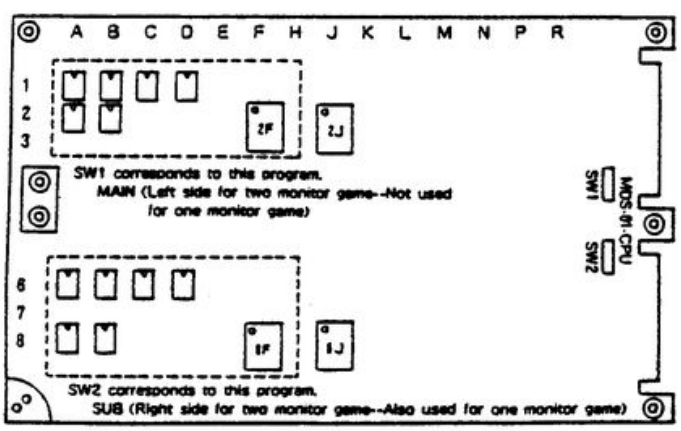
Insert CPU Chip 2A03 to 40-Pin Dip IC Socket, Location U8 on Sub PCB, with the chips in the same direction as the other ICs on the Sub PCB.

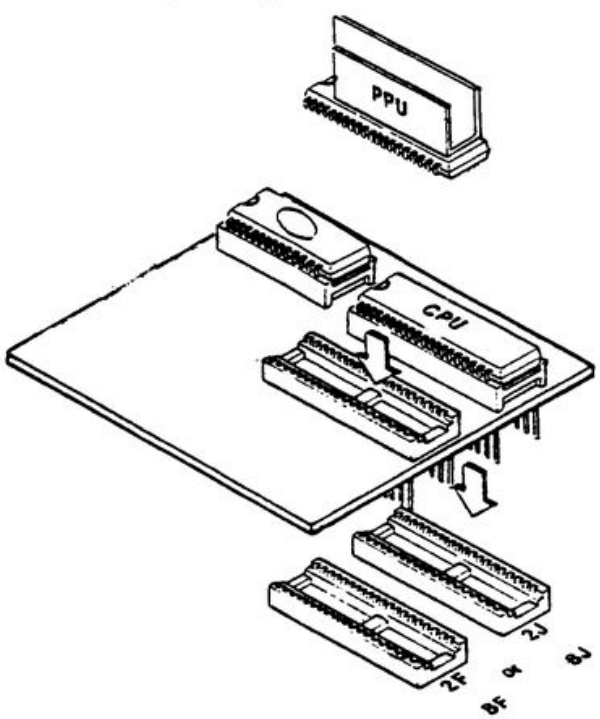
Insert PPU to 40-Pin DIP IC Socket, Location U6 on Sub PCB, with the chips in the same direction as the other ICs on the Sub PCB.

For VS. UniSystem (One Monitor):

"VS. Castlevania" Sub PCB must use Locations 8F and 8J (Sub side).

CAUTION: Be sure to insert the Sub PCB with the chips in the same direction as other ICs on the CPU PCB. Inserting this backwards may damage the CPU PCB and the Sub PCB.





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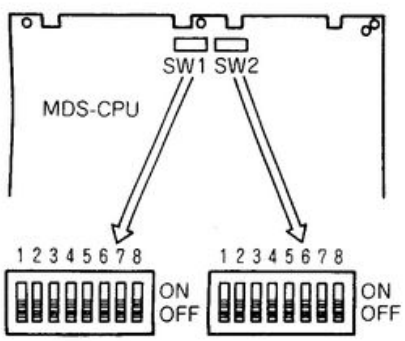
2. Points and methods of adjustment

Game Option Settings
MDS P.C. Board



SW1···MAIN (Left side for two monitor game — Not used for one monitor game)

SW2···SUB (Right side for two monitor game — Also used for one monitor game)

MDS FOR VS. CASTLEVANIA

		SW1 (SW2)								
		1	2	3	4	5	6	7	8	
Coin/Credit	1/1	OFF	OFF	OFF						●
	1/2	OFF	OFF	ON						
	1/3	OFF	ON	OFF						
	2/1	OFF	ON	ON						
	3/1	ON	OFF	OFF						
	4/1	ON	OFF	ON						
	5/1	ON	ON	OFF						
Free Play		ON	ON	ON						
Number of Lives	**3**				OFF					●
	2				ON					
Bonus	① Timer x 4 Heart x 40					OFF	OFF			●
	② Timer x 6 Heart x 60					OFF	ON			
	③ Timer x 8 Heart x 80					ON	OFF			
	④ Timer x 9 Heart x 90					ON	ON			
Easy								OFF		●
Hard								ON		
Not Used - Must Be Set to "OFF"									OFF	●

●Factory Suggested Settings

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